

San Tan Valley Little League

Local Rules for the 2026 Seasons



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GENERAL

1. **PURPOSE:** These rules are intended to clarify, supplement, or extend the contents of the current Operations Manual and Official Regulations and Playing Rules published by Little League Baseball Inc., and the San Tan Valley Little League Constitution and By-Laws. These rules are to be reviewed and revisions made prior to the beginning of the spring season every fiscal Little League year, Oct 1st - Sept 30th.
2. **POLICY:** The objective of the Little League Program is to afford every registered child the opportunity to participate in Little League baseball to the fullest extent possible. Managers, Coaches, and parents must always remember that the **WINNING OF A BASEBALL GAME IS SECONDARY TO THE SAFETY AND DEVELOPMENT OF EACH CHILD** and that exemplary behavior and sportsmanship exhibited by umpires, managers, coaches, parents, and players is of prime importance.
3. **THE LEAGUE:** San Tan Valley Little League (STVLL) shall consist of the following divisions: ages are determined as of 8/31/25.
 - a. **BASEBALL DIVISION LEAGUE AGE**
 - Juniors 13-15
 - Major 10-12
 - Minor 8-10
 - Rookie 7-9
 - Coach Pitch 5-7
 - Tee Ball 4-6
 - b. **Age Exceptions:**
 - i. If a player is league age 5 and has already completed one season in Tee Ball, they are eligible to compete in Coach Pitch.
 - ii. If a player league age 6 has already completed one season in Coach Pitch, they are eligible to compete in Rookie
 - iii. Players in leagues aged 7 and 8 have the option of competing in rookie or entering the Minor draft. However, if a team does not draft the player, the player will automatically be placed on a Rookie team. No partial refund will be granted.
 - iv. Other exceptions as approved by board vote.

REGISTRATION, TRYOUT, & DRAFT PROCEDURES

1. **REGISTRATION OF PLAYERS:**
 - a. Online Registration is utilized for all; the Board will determine the number of yearly registration periods.
 - b. Active STVLL Board of Directors members are entitled to a \$50 reduction in registration fees for their children only.
 - c. Any STVLL Board member may be removed from the STVLL Board by the Executive Board for missing three consecutive meetings and will not be entitled to \$50 reduction in

registration fees for the next year. There will be no reduction in fees if removed from the Board before the end of registration.

2. PLAYER EVALUATION:

- a. Each child league ages 7 through 12 must complete at least one of the spring evaluations to be eligible for the player draft unless a written excuse is presented to and approved by the Board of Directors. Any league age 7-year-old not completing a player evaluation will not be allowed to enter the Rookie/Minor draft.
- b. A parent at registration may request their 10-year-old child to be placed in Minors by a written request, which is approved by the STVLL President or Vice-President before the valuation date.
- c. Any candidate not completing a spring evaluation will be considered a “blind draft pick” according to the following:
 - i. Division League Age
 - Juniors 13 - 15
 - Majors 11 - 12
 - Minors 9 - 10
 - Rookie 7 - 8Exceptions to this rule can be approved by a League board vote on a case-by-case basis.
- d. Managers and/or their designated representative shall attend evaluations and evaluate the players’ performance for their own reference. No other individuals will be allowed on the field during evaluations except league officials.
- e. Returning player coach retention is limited to 7 players.
 - i. Returning players requesting coach retention and coaches' children, do not need to complete the evaluation.

3. DRAFT PROCEDURES:

- a. The draft method for all Minor, Major, and Junior baseball divisions will follow Plan B in the Little League Operations Manual. Specific draft guidelines will be provided to managers before the draft.
- b. NO PLAYERS SHALL BE NOTIFIED UNTIL ALL DRAFTS ARE COMPLETED.
- c. Major League baseball teams shall maintain a roster of 12 players per team. Replacement players will be obtained via the respective Division Director/Player Agent. Note: These are not Pool Players. The number of players in the other divisions shall be
 - i. TBall - 12
 - ii. Coach Pitch - 12
 - iii. Rookies - 12
 - iv. Minors - 12

LEAGUE OPERATING PROCEDURES / EXPECTATIONS

1. CONDUCT AND FIELD DECORUM

- a. All teams WILL participate in Opening Day activities as designated by the Board of Directors. Spring season only.
- b. Use of tobacco products is prohibited at all STVLL facilities.
- c. Use of alcoholic beverages in any form is prohibited at all STVLL facilities.
- d. Managers and/or coaches will not leave the ballpark or practice field until all players have departed with a parent or guardian.

- e. All managers and coaches must be properly attired (team color recommended) and conduct themselves in an exemplary manner. Misconduct or disregard for player safety during STVLL activities will not be tolerated and is subject to review and possible disciplinary action by the STVLL Board of Directors.
 - f. Managers are responsible for the conduct of their
 - i. Coaches
 - ii. Players
 - iii. Fans/Parents
 - iv. Under no circumstances will the umpire(s) be bothered or harassed during or after the game.
 - v. Misconduct by managers, coaches, and/or players will not be tolerated and shall be subject to review and possible disciplinary action by the STVLL Board of Directors.
 - vi. Violation of rules by managers and coaches could result in disciplinary action by the STVLL Board of Directors.
 - g. For the purpose of this section, “disciplinary action” may include a verbal warning up to and including removal from STVLL.
 - h. Casts may **not** be worn during the game by players, coaches, or umpires. Players/Coaches fitted with a cast may sit in the dugout but may not participate in any on-field activities, including that of a base coach. Players fitted with any type of other medical immobilization device (including soft casts, walking boots, slings, etc.) may be used as a base coach provided they have been inserted into their team’s line-up and are able to complete their turns at bat and minimum defensive playing requirements.
2. EJECTIONS AND SUSPENSIONS
- a. Any manager or coach ejected by an umpire from a game in progress must leave the playing site without delay (this includes the parking lot).
 - b. A player ejected during a game may remain in the dugout for the remainder of the game but must not participate in any facet of the game from which he/she was ejected. If the need arises, the ejected person may return to address their injured dependent or pick them up post-game game but shall **NOT** engage anyone about the ejection.
 - c. Anyone other than the manager questioning or challenging an umpire will be ejected from the game.
 - d. Any form of harassment, intimidation, or discourteous treatment of a Junior/Youth Umpire by any Manager, Coach, or parent will not be tolerated and shall result in an immediate ejection from the playing site. Said person(s) may be required to appear before the Executive Board to show good cause why they should not be removed from the league at a later date established by a case-by-case situation.
 - e. An umpire's report must be presented to the league Umpire in Chief UIC within 24 hours of ejection, who will then communicate with the Board of Directors.
 - f. In the event of an ejection of a player or Manager/Coach, a committee will be established consisting of the appropriate STVLL Division Director, the Umpire in Chief, a STVLL board member at large, a member of the STVLL Executive Board, and the ejected person (if they so choose). This hearing should meet within 24 hours of the ejection, if possible, but no later than before the second game post-ejection.
 - i. All ejections carry with them a minimum one (1) game suspension.
 - g. No one may overturn an ejection made by an umpire during a game. **NO EXCEPTIONS.**

- h. If a suspension of a game(s) is imposed on a Manager/Coach or player, the suspension must be served for the next regularly scheduled game that is played. The Manager, Coach, or player serving the suspension is **not** permitted at the playing facility (including the parking lot) for any pre-game and post-game activities.
 - i. In the event a Manager and a Coach are suspended, the remaining adult coach must remain in the dugout for safety reasons. No coaching substitutions will be permitted if there is at least one (1) adult coach in attendance. Uniformed team players (helmeted) may be used as base coaches.
3. END OF SEASON DIVISION TOURNAMENTS:
- a. (Spring Only) Minor and Major Division of 4 teams or more shall participate in an end-of-season tournament. Divisions with fewer than 4 teams may participate in an end-of-season tournament as determined by the Board.
 - b. Seeding from regular-season standings will be employed to determine tournament pairings. Any byes that occur will be given to the team(s) with the highest ranking(s).
 - c. (Fall) At the conclusion of regular-season Division play, the team with the most wins shall be considered champions of that Division. In the event two (2) or more teams have an equal number of wins, the following elements will be used to determine final standing within the Division (in order):
 - i. Head-to-head won/loss between teams (only if all involved teams played one another an odd number of times).
 - ii. Fewest losses overall during the season.
 - iii. Fewest runs allowed in head-to-head competition.
 - iv. Most runs scored in head-to-head competition.
 - v. Run differential (total runs scored minus runs allowed).
 - vi. Coin toss **Note** – In the event that teams within a Division play an unequal number of games, then the win percentage will be used to determine the final standings. Win percentage is defined as Total Wins/Total Games Played.
4. MANAGERS AND COACHES
- a. Managers for all STVLL Divisions shall be approved and appointed by the Board of Directors prior to the start of each season.
 - b. Each team (all kid pitch Divisions) is allowed one (1) manager and two (2) officially registered coaches. Before the first game of the season, each manager shall submit the names of his/her coaches to their Division Director for publication on the STVLL website.
 - i. Any additional/alternate coaches must also submit a volunteer application. For the non-kid pitch Divisions, all adults who will be on the field must submit a volunteer application.
 - c. Managers shall complete the Diamond leader and SafeSport for eligibility
 - d. If an officially registered coach is absent from a game, they may not be replaced for that game. Either the manager or the remaining coach in attendance shall remain in the dugout while their team is on offense. The manager may elect to utilize an eligible helmeted player as a base coach.
 - i. Managers or Coaches may use a registered volunteer to coach in the absence of an assistant.
 - e. Any adult who resigns as an officially registered coach and whose child was a protected pick in the draft shall not be replaced unless approved by the Executive Board. The child will be permitted to remain with the team, and the team will

function with a manager and one (1) coach for the remainder of the season.

GAME PRELIMINARIES

1. OFFICIAL SCOREKEEPER – (ROOKIE & ABOVE)

- a. The Home team shall be responsible for providing an official scorekeeper for each game. The game will not begin until the scorekeeper is in place and ready. When applicable, the use of the electronic scoreboard shall be the Visiting team's responsibility.
- b. When the home plate umpire calls "Play" before the first pitch of the game, the official scorekeeper will record the official start time. This is the only start time that will be considered valid.
 - i. This occurs at the conclusion of the plate meeting with the managers and umpire(s).
- c. At the conclusion of each game, the opposing managers or designees shall agree upon the following before leaving the playing facility.
 - i. The score of the game
 - ii. The pitch counts for each pitcher used in that game
- d. (Spring only), All scores and pitch counts shall be emailed or otherwise communicated to the appropriate Division Director by the Home Team (GameChanger) team manager within **24 hours of the conclusion of the game.**
 - i. If not timely submitted a second time, at the Division Director's discretion, there may be sanctions against the Manager.
- e. In the event of a dispute over score or pitch count that cannot be resolved between the managers (designees), the respective league director shall be contacted to resolve the issue **within 24 hours.**
- f. The Visiting team manager will submit the game score and pitch counts to their Division Director, even though the Home team score/pitch counts are "official". In the event the Home team manager fails to notify the respective Division Director as required above, the information submitted by the Visiting manager shall be considered the official score and pitch count for that game.

2. FIELD PREPARATION

- a. Managers should solicit the assistance of parent volunteers to assist with both pre-game and post-game field preparation.
 - i. PRE –GAME: The Home team shall be responsible for preparing the field for play, including setting the bases and chalking the base lines and batter's boxes.
 - ii. POST-GAME: The Visiting team is responsible for dragging the infield, repairing the pitcher's mound and home plate areas if needed. The visiting team is also responsible for emptying the trash can if needed.
 - iii. CLEAN UP: Each team will clean up their dugout and pick up all trash around the bleachers following their game and before distributing snacks to the players.
 1. Team Managers are responsible for ensuring that all the trash is cleaned up in and out of the dugouts before leaving the playing field.
 2. It is also the Manager's responsibility to ensure all spectators are aware that they are responsible for the cleanup of their respective areas.

3. LIGHTNING SAFETY GUIDELINES

- a. In the event that lightning is observed or thunder is heard, the board member on duty must immediately check the **WeatherBug** app to determine the proximity of the lightning strike.
- b. If lightning is detected within 6 miles, all games must be immediately suspended, and

- everyone should evacuate the fields to the safest nearby location.
- c. Games may only resume after 30 minutes have passed since the last observed lightning strike.

STARTING AND ENDING A GAME

1. If a team is unable to field eight players fifteen (15) minutes after the scheduled start time of a game, the umpire shall notify the Umpire Director of the situation. The Umpire Director shall contact the President or, if unavailable, the Vice-President to determine if the game should be forfeited. If neither is available, the Umpire Director will make the decision. NOTE: There will have to be extenuating circumstances for the game not to be a forfeit.
 - a. If the start of a game is delayed by a player who arrives prior to the 15-minute time limit, the actual start time of the game shall be used to calculate end-of-game time limits when applicable.
 - b. If at any time during a game a team cannot put nine players on the field or have nine players available in their batting order, the 9th spot in the batting order will be considered an out. When the 9th player arrives, they will be placed at the bottom of the lineup and bat in the 9th position.
 - c. If a team knows in advance that they will not have enough players. The responsible manager will need to contact the player agent at least 24 hours before game time to see if any player pool players are available.
2. Teams shall not utilize the infield or pitcher's mound for pre-game warm-ups. This shall not include warm-ups taken by the Home team immediately before the beginning of a game.
3. In the event the umpire(s) have not arrived ten minutes after the scheduled start time, the managers will start the game using one (1) parent from each team as umpires. Upon their arrival, the official umpire(s) will assume their duties only at the end of a full inning.
 - a. A game will not be rescheduled due to a lack of umpires. (NOTE: Coach Pitch and Tee Ball do not use umpires.)
4. For all games played in the Major and Minor Divisions, no new inning shall start after 1 hour and 45 minutes from the official start time of that game (two hours for Junior and Senior Divisions). A new inning starts with the last recorded out of the previous inning (or when the 5th run scores for Minor Divisions).
 - a. There is no minimum number of innings that must be played for a game to be official.
5. There is no "drop-dead" time limit for any Division except for T-Ball and Coach Pitch.
 - a. For the safety of the player, drop-dead time will be sunset per NOAA if no lights are available for night play.
6. All Coach Pitch and T-Ball Division games will be considered full and complete games, no matter how many complete innings are played. No exceptions.
7. Once a game has been declared over by the umpire (run-rule, innings, or time limit), both teams will clear the field as soon as possible, and the field will be prepared for the next scheduled game.
8. No artificial noise makers of any kind, which include but are not limited to whistles, horns, bells, music, etc., are allowed in the dugout, stands, or area of the field during the game.
 - a. Walk-up songs are permitted during the batter's walk-up; songs must be stopped when the batter enters the box. Songs must **not** contain explicit language.

RESCHEDULING OF A GAME

1. (Spring Only) Games that have to be postponed due to inclement weather or field issues will be rescheduled by the Scheduler or Vice-President, no later than the first available make-up date following the postponement, but not earlier than 48 hours after the postponed game. Make-up games will not be scheduled on a Sunday.
 - a. The potential absence of a manager, coach, or specific player(s) is **NOT** grounds for postponement.
 - b. Major Division – may play two (2) doubleheaders in a calendar week
 - c. Minor Division – may play one (1) doubleheader in a calendar week

PLAYER POOL

1. Teams unable to field a full roster of nine players must notify their Division Director of the pool players needed to roster nine players.
2. A team shall only have as many pool players to roster a nine-player team. No other players shall be used to fill more than a nine-player team.
3. If the ninth player from the team shows up after the game starts, the pool player will finish his required defensive innings and may continue to bat for the rest of the game. The late additional team player will play defensively after the pool player has completed their MPR (Minimum Play Requirement), which is 6 consecutive defensive outs, and will bat at the bottom of the batting order.
4. A 24-hour notice is **STRONGLY RECOMMENDED** to allow the Division Director time to notify players from the player pool.
5. Pool players may not be used as pitchers or catchers.
6. Managers may not request a specific pool player or call a player from another team to play in place of a registered pool player.

GAME PROCEDURES

1. Time between innings shall not exceed 2 minutes **or** 6 warm-up pitches. Teams must hustle on and off the field to avoid delay of playing time.
2. The Little League 8-run rule after 5 innings, 10-run rule (4 innings), and 15-run rule (3 innings) shall be in effect for all Rookie, Minor, and Major Division games (Rule 4.10.e). Junior and Senior Divisions will also utilize the 10-run rule (5 innings) and 15-run rule (4 innings).
3. STVLL will use the drop third strike for all Major Division and higher.
4. **JUNIOR DIVISION**
 - a. The Junior Division shall utilize a continuous batting order of all players on the roster listed in the order in which they are to bat. Late-arriving players will be placed in the last available position of the original batting order.
 - b. Per Little League rule, every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
 - c. No new inning shall start after 1 hour and 45 minutes from the official start time of that game. A new inning starts with the last recorded out of the previous inning.
 - i. **There is no minimum number of innings that must be played for a game to**

be official.

- d. Free substitutions can be exercised throughout the game, except for the pitching/catching rotation restrictions as per OR&PR.
- e. Special pinch-runners or “courtesy” runners are **not** permitted.
- f. Any base runner leaving the game due to injury or illness will be replaced by the player of the offensive team who made the last recorded out. **No exceptions.**
- g. Leading off and stealing are allowed.

5. MAJOR DIVISION

- a. The Major Division shall utilize a continuous batting order of all players on the roster listed in the order in which they are to bat. Late-arriving players will be placed in the last available position of the original batting order.
- b. Per Little League rule, every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
- c. No new inning shall start after 1 hour and 45 minutes from the official start time of that game. A new inning starts with the last recorded out of the previous inning.
 - i. **There is no minimum number of innings that must be played for a game to be official.**
- d. Free substitutions can be exercised throughout the game, except for the pitching/catching rotation restrictions as per OR&PR.
- e. Special pinch-runners or “courtesy” runners are **not** permitted.
- f. Any base runner leaving the game due to injury or illness will be replaced by the player of the offensive team who made the last recorded out. **No exceptions.**

6. MINOR DIVISION

- a. Teams are limited to scoring no more than 5 runs in a single inning. Once the 5th run scores, the inning shall be considered over
- b. The Minor Division shall utilize a continuous batting order of all players on the roster listed in the order in which they are to bat. Late-arriving players will be placed in the last available position of the original batting order.
- c. No new inning shall start after 1 hour and 45 minutes from the official start time of that game. A new inning starts with the last recorded out of the previous inning or when the 5th run scores.
 - i. **There is no minimum number of innings that must be played for a game to be official.**
- d. In accordance with Little League OR&PR, league age twelve players are not eligible to pitch in the Minor Division. Also, rotation restrictions as provided in the OR&PR will apply.
- e. Free substitutions can be exercised throughout the game (except for the pitching / catching rotation restrictions as per OR&PR).
- f. Special pinch-runners or “courtesy” runners are not permitted
- g. Each player shall play defensively at least half of every game. (NOTE: Measured in full increments only, i.e., if the game lasts 5 innings, then 2 innings is minimum playing time, but if the game lasts six innings, then 3 innings is minimum playing time.) Games shortened by darkness or time limits are not a valid excuse for insufficient playing time.
- h. Any base runner leaving the game due to injury or illness will be replaced by the player of the offensive team who made the last recorded out. **No exceptions.**
- i. Any game determined by the umpire to be mathematically impossible for either the Home team or Visiting team to win or tie shall be declared over and complete at that point, provided at least 3 & 1/2 innings have been played.

7. ROOKIE DIVISION

- a. Teams are limited to scoring no more than five runs in a single inning. Once the 5th run scores, the inning shall be considered over.
 - i. **Game time 1 hour 45 min, no new inning after 1 hour 30 min.**
- b. The Rookie Division shall utilize a continuous batting order of all players on the roster listed in the order in which they are to bat. Late-arriving players will be placed in the last available position of the original batting order.
- c. The Rookie Division is allowed to play with 10 fielders on defense.
 - i. 6 infielders
 - ii. 4 outfielders.
- d. Free substitutions can be exercised throughout the game (except for the pitching / catching rotation restrictions as per OR&PR).
- e. Each player shall play defensively at least half of every game. (NOTE: Measured in full increments only, i.e., if the game lasts five innings, then two innings is minimum playing time, but if the game lasts six innings, then three innings is minimum playing time.) Games shortened by darkness or time limits are not a valid excuse for insufficient playing time.
- f. The Little League 10-run rule and 15-run rule shall be in effect for all Minor Division games (Rule 4.10.e)
- g. During the 1st half of games, once a player-pitcher has pitched ball 4, the offensive coach will come out to pitch his batter the remaining strikes.
 - i. Every coach pitch is considered to be a strike.
 - ii. The batter cannot be out if a foul ball is on his last strike.
- h. There will be no stealing on past balls to the catchers. Runners may advance on overthrows and batted balls at their own risk during the field of play.

8. COACH PITCH:

- a. No new inning will start after 1 hour and 15 minutes from the official start time. A new inning starts with the last recorded out of the previous inning or when the 5th run scores.
 - i. **A game will be considered complete at 1 hour and 30 minutes from the official start time.**
- b. All games will be considered full and complete games, no matter how many completed innings are played.
- c. The offensive side in an inning will be completed when three outs are made or 5 runs are scored.
- d. A team is limited to no more than 5 runs in a single inning.
- e. The batting order shall be all of the players on the roster listed in the order they are to bat. Late-arriving players will be placed in the last available position of the original batting order.
- f. Each player is allowed a maximum of 8 pitches. If the player does not hit a fair ball in eight pitches, the player will be declared out.
 - i. A foul on the eighth pitch is a foul and can continue to receive pitches until they hit or miss.
- g. Only the batter should be allowed to walk around when the team is batting. All other players should be sitting in their assigned spaces, within the dugout, until it is their turn to bat.
- h. The coach acting as pitcher may not assist or interfere with the play of the defensive team.
 - i. The player pitcher shall be positioned no closer to home plate than the pitching coach.

- ii. The player-pitcher may play on either side of the pitching coach.
- i. The ball is dead when the ball is returned to the pitcher or pitching coach.
- j. Every player must play an infield position at least one inning per game.
- k. A player is not allowed to play the same position more than two innings per game.
- l. Runners are allowed to advance past 1st base on any hit that reaches the outfield. Runners cannot advance on an overthrow to any base.
- m. Sliding or bunting is not permitted.
 - i. If a player does slide, they are not out. The Manager should explain to the player that sliding is not allowed.
 - ii. If a player does bunt or attempts to bunt, they are not out, but will continue their turn at bat with the pitch counting towards their limit.
- n. All players on the roster are allowed to be on the field to play defense.
- o. A rover/flex position directly behind 2nd base is allowed to be the additional infield position from the standard positions.
 - i. The remaining players will need to be spread out in the outfield.
- p. Two coaches may be in the field while their team is on defense to verbally assist/instruct the players.
- q. The infield fly rule is not used.
- r. There shall be no protests or forfeits, and the score is not kept.
- s. A foul ball is identical to conventional Little League rules.

9. TEE BALL:

- a. No new inning will start after 1 hour from the official start time or 4 complete innings are played, whichever occurs first.
- b. A new inning starts when the last player bats and the play is completed. The play is completed when the batter either reaches base safely and the ball is dead or the batter is put out.
 - i. **A game will be considered complete at 1 hour from the official start time.**
- c. Every offensive player will bat in an inning. The batting order shall be all players on the roster listed in the order they are to bat.
 - i. Late-arriving players will be placed at the end of the original batting order.
- d. All players will play defense each inning.
 - i. There will be 7 infielders (pitcher, first baseman, second baseman, shortstop, and third baseman & rover).
 - ii. The remainder of the defensive players will play in the outfield.
 - iii. The catcher position is allowed but is optional.
 - 1. Teams that field a catcher, catcher must be fully equipped with shin guards, chest protector, and facemask, all of which are provided by the league.
- e. Every player will play an infield position and an outfield position at least one inning every game.
 - i. Coaches should ensure that all players get to play equal time in the infield and outfield whenever possible.
- f. A player may not play any more than one inning in a game at the pitcher position or the first base position.
- g. There are no strikeouts.
 - i. The player's turn at bat is not complete until the player hits a fair ball.
 - ii. A foul ball is identical to conventional Little League rules.
 - iii. Any batter or runner who is out will be taken off the bases.
- h. Sliding or bunting is **not** permitted.
 - i. If a player does slide, he is not out. The manager should explain to the player

that sliding is not allowed.

- ii. If a player does bunt, he is not out, but will continue his turn at bat.
- i. Batters and runners will advance one base at a time on a batted ball.
- j. The final batter will need to be announced, and all runners will advance to home once the ball is put into play.
- k. There is no advancement of bases on overthrows.
- l. On balls fielded by the pitcher, they should be encouraged to throw the ball to the baseman to make a putout rather than running the ball to the base themselves.
 - i. When the bases are loaded, the pitcher should be encouraged to throw the ball to either first, second, or third base to complete the putout rather than running home to step on the plate.
- m. There shall be no protests or forfeits, and the score is not kept
- n. The hybrid T Ball/Coach Pitch rules can be used and are encouraged in the latter half of the season.
 - i. It will need to be communicated at the plate meeting before the start of the game if either team is planning to offer any batters the coach pitch option.